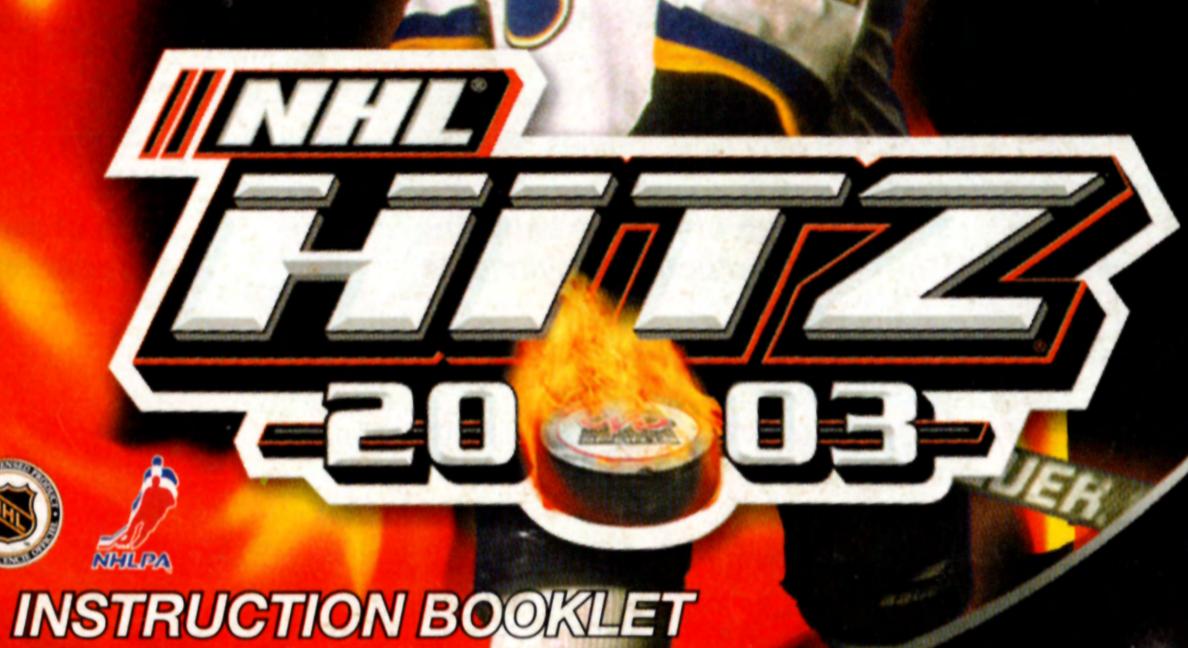
AGB-AN4E-USA

CHRIS PRONGER





WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

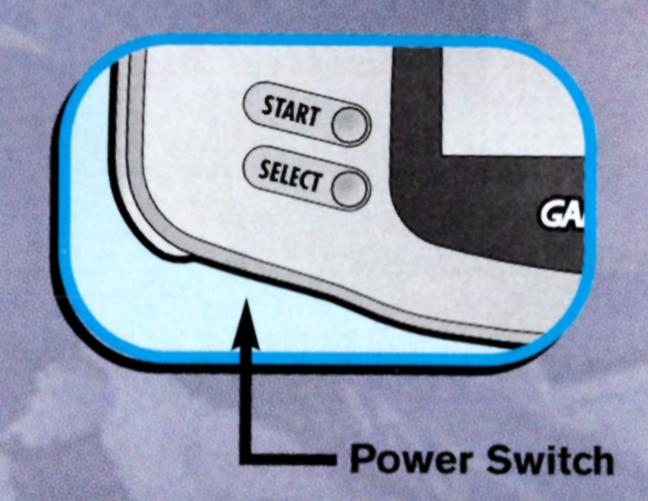
# TABLE OF CONTENTS

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Game Controls	
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# GETTING STARTED

Please follow the instructions below before attempting to play this game.

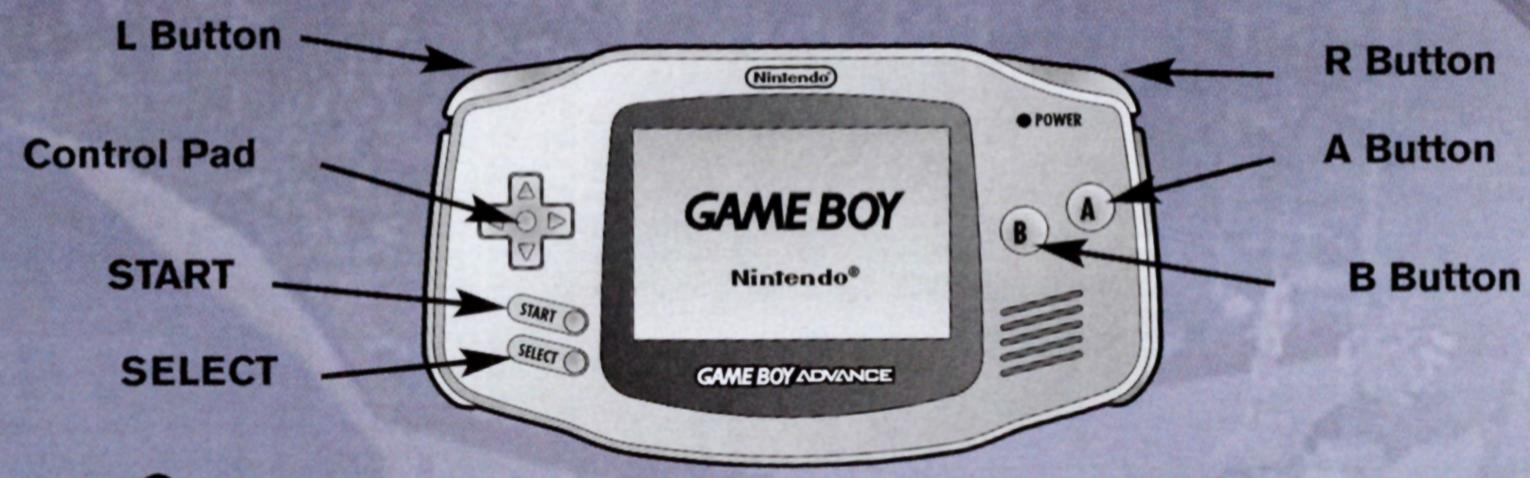
- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



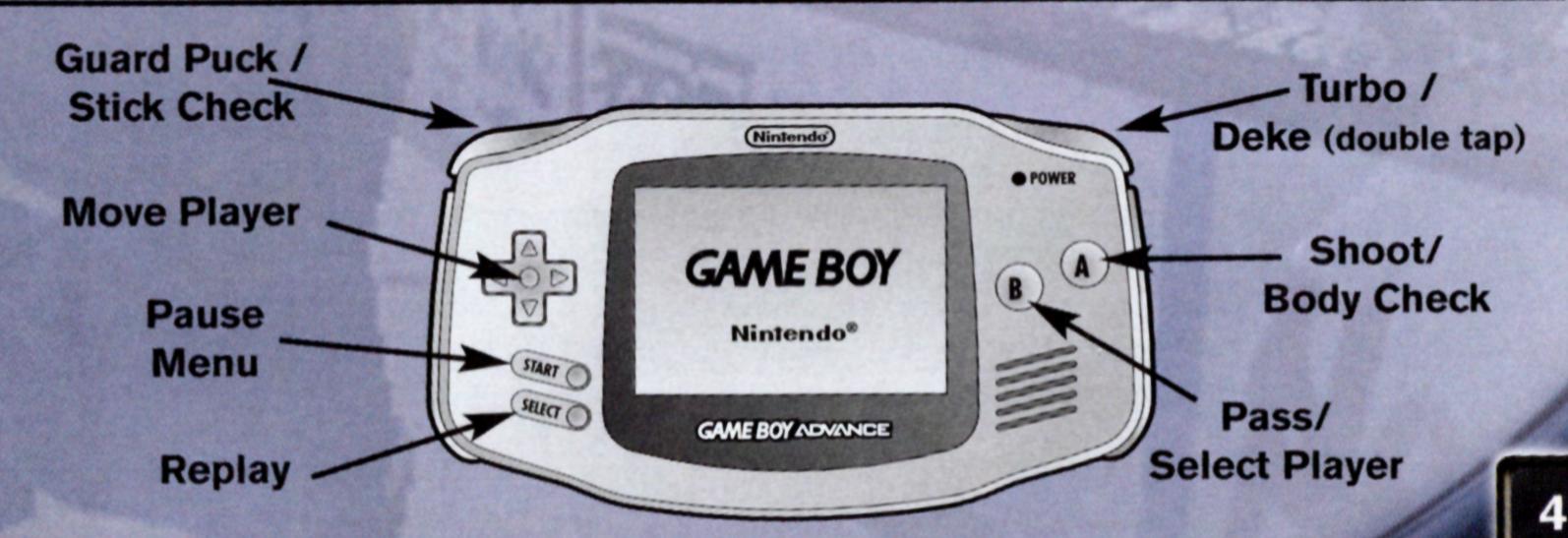
#### MENU SELECTIONS

Press the Control Pad Up, Down, Left of Right to highlight menu items. To select menu options, press the A Button. To return to a previous menu, press the B Button.

# GAME CONTROLS



#### **DEFAULT CONTROLS**



# MAIN MENU

#### **EXHIBITION**

Select this option for a multi-player game. On the Choose Teams screen (see pg. 11), pick a team and play an exhibition game. No records will be kept, but this game mode is a good way to get familiar with the game. If you're playing a multi-player game, you can connect multiple Game Boy® Advance systems (see Link Up, next page).



#### SEASON

#### SEASON SETUP

Choose the type of season you want with the options below.. You'll then go to the Season Setup screen to setup your season (see Season Central, pg. 9-10). If you already have a season in progress, you'll be asked to confirm continuing your saved season or create another.

#### Mode

You can select to play a Season or select Playoff to experience just the playoffs. You'll go to the Choose Your Team Screen to select your team (see Choose Teams, pg. 11).

#### **Number of Games**

Choose the number of games you'd like to play in your season. Select from a 29, 58 or full 82 game season.

#### **Playoff Length**

Choose a Playoff Length of 1 game or a 3, 5 or 7 game series.



# MAIN MENU



#### LINK UP

Use the Link Up option to prepare for a 2-4 player game connecting two systems using the Game Boy® Advance Game Link® Cable. If necessary, review your Game Boy® Advance Game Link® Cable instruction manual for set-up information.

Once connected, up to 4 Game Boy Advance icons will appear on screen. Press the A Button to leave the menu and go to Team Selection screen.

#### **OPTIONS**

See Options, next page, for option descriptions.

### OPTIONS

#### GAME OPTIONS

Press the Control Pad Up or Down to highlight options, then press Left or Right to make change to the options that affect the games you play:

SKILL LEVEL: Select the level of skill you'd like the CPU

players to have; ROOKIE, PRO OF ALL-STAR.

PERIOD: Choose to play a 1, 2 or 3 minute period.

PENALTIES: Choose to have Penalties ON (called) or OFF (not called).

FIGHTING: Turn Fighting ON (fights occur) or OFF (no fights).

STAMINA: Play with Stamina ON (players don't fatigue) or OFF (player fatigue occurs).

PLAYER SELECT: You can choose to have the ability to switch from player to player on the ice (MANUAL),

or have your player automatically switched (Auto).



### OPTIONS

#### GAME OPTIONS (CONT.)

MERCY RULE: Choose the goal differential you'd like to use to avoid playing a complete game that's become a blowout.

You can set the MERCY RULE option from 1 to 10 goals or leave it OFF and let the game play out

to a final score.

AUTO REPLAY: By default, goal scoring plays are followed by an instant replay. You can turn this feature ON or OFF.

#### SOUND OPTIONS

Press the Control Pad Up or Down to highlight options, then press

Left or Right to turn the game's Sound FX, Music or Voice

(play-by-play commentary) ON or OFF.

#### CREDITS

View the names of those who helped make this NHL HITZ 20-03 game possible.



# SEASON CENTRAL

#### SEASON TEAM SELECT

Before you begin your season, you'll have to select a team (see TEAM/PLAYER SELECTION, pg. 11). Press the Control Pad Left or Right to cycle the available teams, then press the A Button to go to the Season Central screen. To choose a team randomly, press the SELECT Button.



#### SEASON CENTRAL

The Season Central screen shows your match-up, and offers several options to adjust prior to your game. Here are the options:

#### PLAY GAME

Hit center ice and get the game started. If you're in between season games, season game Matchup and Results screens will be displayed to keep you up-to-date on other league games. Continue pressing the A BUTTON to move through the screens.

#### ROSTERS

The Rosters Screen includes team logos on the left and player photos and attributes on the right. Press the Control Pad Left of Right to view each player on the selected team's roster. To scroll teams, press the Control Pad Up of Down.



AS YOU VIEW Players, SPEED (SPD), SHOT (SHT), PASSING (PAS), CHECKING

(CHK) and Toughness (TGH) attributes are listed below his picture. An Overall Rating is displayed below. Use these attributes to choose the players that will best fit your team needs.

# SEASON CENTRAL

#### CALENDER



The Calender screen lets you view a teams monthly game schedule for the entire season. Control Pad Up of Down to select a team, then press the Control Pad Left of Right to move through the days of the month. Press the L and R Buttons to scroll through the months.

Press the A BUTTON to select a scheduled game, then decide if you'd like to allow the CPU to Simulate games up to that date. All games up to that date will be simulated. This allows you to speed through the season if needed.

#### STANDINGS

To view standings, press the the Control Pad Left of Right to select a Conference, Division or the League, then press the Control Pad Up of Down to highlight teams. Press the Control Pad Left of Right to highlight a category.

#### **OPTIONS**

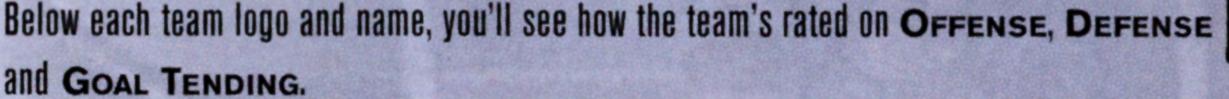
See OPTIONS, pgs. 7 - 8.



# TEAM / PLAYER SELECTION

#### **CHOOSE TEAMS**

When you select Exhibition of Season mode, the Choose Teams screen will appear. Press the L Button of R Button to toggle control of the Team Selection windows, and press the Control Pad Left of Right to view teams.





To Randomly select a team, press the SELECT BUTTON.

Once you've highlighted both teams you want to play in the game, press the A BUTTON to go to the Choose Player screen.

#### CHOOSE PLAYERS



Press the Control Pad Left of Right to scroll through the available players, then press the A Button. Do this for all three players and the goalie.

Next to each player, you'll see how the player is rated in Speed (SPD), Shot (SHT), Passing (PAS), Checking (CHK), Toughness (TGH) and overall total rating (TOT).

# JERSEY / TEAM ADVANTAGE



#### CHOOSE JERSEY

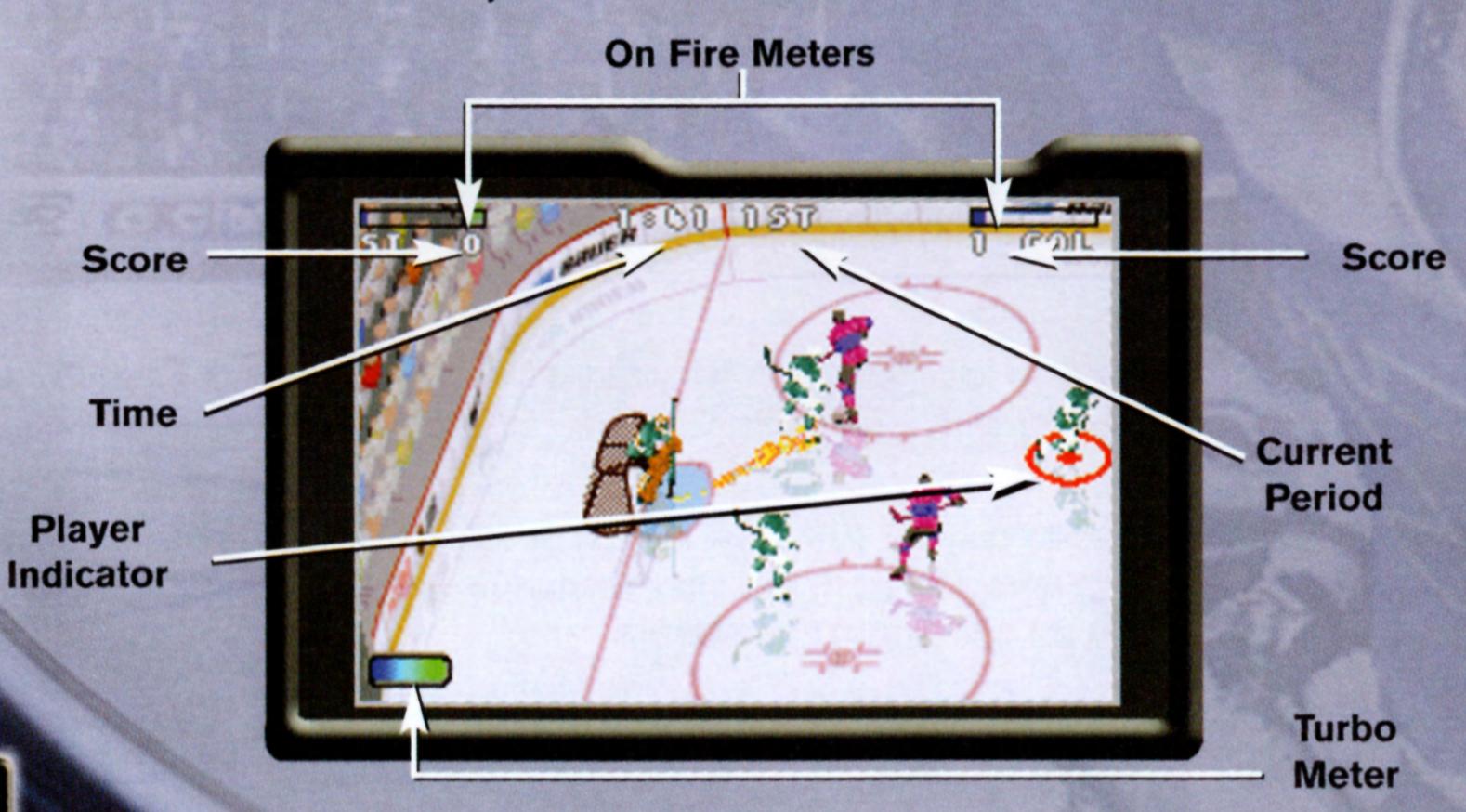
Press the L Button or R Button to toggle control of the Team Selection windows, and press the Control Pad Left or Right to toggle the Home or Away jerseys.

#### **Team Advantage**

At the Choose Jersey screen, press the Control Pad Down to access the Team Advantage option. Press the Control Pad Left of Right to adjust the option. When you reduce the team advantage bar, you'll make your team weaker. You might use this option to handicap a team and make the game more competitive.

#### THE HUD

NHL® Hitz 20-03's Heads Up Display (HUD) is simple, so you won't be overwhelmed by on-screen information as you play. Review the illustration below to familiarize yourself with the HUD.



#### The Face-Off

Possession of the puck means everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the A Button to shove your opponent, then press the B Button to swat the puck back to a teammate. Whether you win or lose the face off is based on who has timed his button press at the moment the puck hits the ice.

#### **Turbo Meters**

Turbo Meters are displayed at the bottom of the HUD. Your Turbo (R BUTTON) diminishes fast, but it will completely replenish in 5 seconds.

#### **Player Indicators**

Colored circles appear under each human controlled player. The color is determined by which controller you're using [Red (1), Blue (2), Green (3) and Yellow (4)]. Colors appear at the Choosing Sides Screen before the game. See Choosing Sides, pg. 18).

#### The One-Timer

When executed correctly, this is quite possibly the most difficult shot for any goalie to stop. With a teammate open and rushing (or near) the net, press the Pass Button, then quickly press the Shoot Button to execute a one-timer. You can perform this shot from anywhere on the ice, but shooting closer to the net will give you a better chance to score.

#### **Passing**

As you play, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen. Use the B Button to pass the puck.

#### Checking

If you really want the puck, a nice hard Check should jar it loose from your opponent. Press the L Button for a Stick Check or the A Button for a nice Body Check, depending on your distance from your opponent. Add a little turbo to really send him flying.

#### **Deke-Spin**

Every player on the ice is going to be hitting hard to get possession of that puck, so you'll need some moves to avoid the hits. Try double tapping the R BUTTON to perform a Deke-Spin move to dodge a body check.

#### **Fighting**

With enough hard hits on the ice, tensions build up, so you'll likely find yourself squaring off against an opponent. Be prepared, and try to get that first punch in. At the top of the screen is each player's energy bar. You run out of energy, you go down. Here are the fighting controls:

HIGH PUNCH A BUTTON	BLOCKL BUTTON
LOW PUNCH B BUTTON	DODGELEFT OF RIGHT
UPPERCUTR. BUTTON	



#### PENALTIES

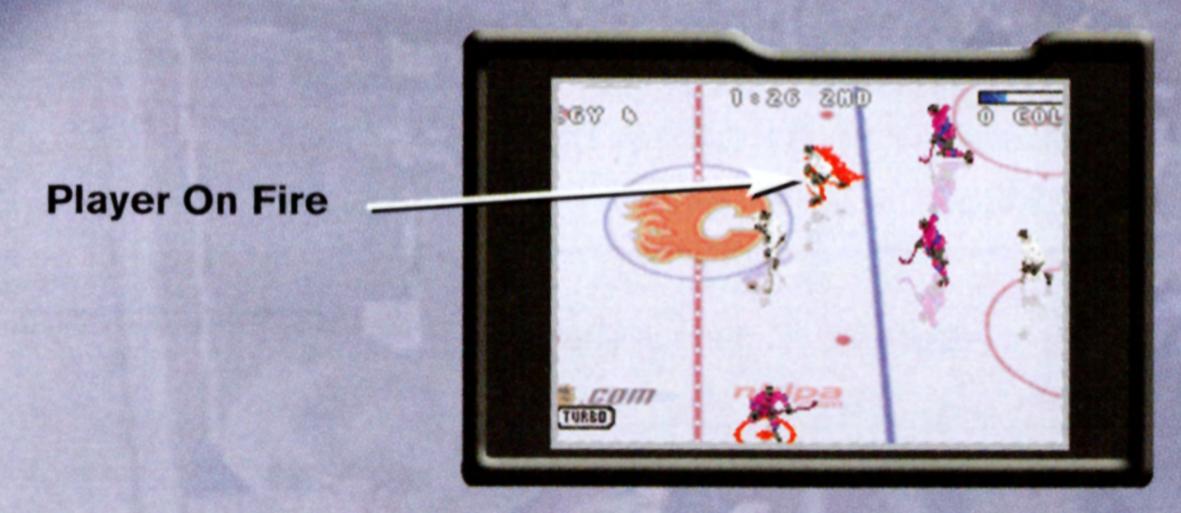
Penalties are administered to players following a Fight or when a player commits Goalie Interference. Goalie Interference results in a Power Play.

#### **Fighting Penalty**

The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up. The losing fighter is out for the remainder of the game.

#### Hitting the Goalie - The Power Play

When a Goalie is body checked by an opposing player, play will stop and that player will enter the Penalty Box. The team whose goalie was checked will then go on the Power Play, giving them a one player advantage over the other team for the next 30 seconds.



#### ON-FIRE

Hard hitting and defense has it's rewards. When you lay some hard hits on your opponent or make some nice defensive plays, your On-Fire meter will increase.

When your On-Fire Meter fills up, a player will burst into flames. The color of the flames relates whether you're the HOME or AWAY team.

When you catch fire, all your attributes will increase 20%, so your success rate on the ice will also increase. Listen to the announcer as well. He'll clue you into the fact that a player is ready to go on-fire. You'll be on-fire for 30 seconds. If you find yourself On-Fire during a fight, it will increase your chances of winning.

# PAUSE OPTIONS

At anytime during the game, press START to pause the game and display the Pause Menu. It contains standard game options

to make adjustments to your current game.

STATS - View the game's up-to-date stats.

STRATEGY - Press the Control Pad Up of Down to access the Offensive and Defensive Options, then press Control Pad Left of Right to cycle the available options for each selection.

OFFENSIVE: You can choose an Aggressive, Normal or Defensive strategy for your team when they are in control of the puck.

DEFENSIVE: Choose a Zone, Man-on-Man or Cherrypick strategy for your team when they're on defense.

GAME OPTIONS - See GAME OPTIONS, Pg. 7 - 8.

SOUND OPTIONS - See SOUND OPTIONS, Pg. 8.

EXIT GAME - Quit the game in progress.

# NTERMISSIONS

#### Substitution

Between periods, you'll have an opportunity to substitute one or all players. If a player has lost a fight, that player won't be available at the Substitution screen.

At the Substitution Screen, press the Control Pad Left or Right to cycle through the available players, then press the A Button. If needed, repeat this process for all players.



#### **Final Game Stats**



Once the game has ended, your game's Stats Screen displays the breakdown of final stats for the game. Press the A BUTTON to return to the Main Menu or Season Central, depending on which game mode you've been playing.

# NOTES



### CREDITS

#### MIDWAY HOME ENTERTAINMENT

#### MIDWAY SPORTS

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